ARNAV ELURI

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EDUCATION

REVA UNIVERSITY *BENGALURU, INDIA*
Undergrad Student **JUNE 2023 - AUGUST 2027**
Bachelors In Engineering - Computer Science

SKILLS SUMMARY

- **Language:** C, C++, Java, Python, HTML5, CSS, Javascript, TypeScript.
- **Frameworks:** Flask.
- **Tools:** Git, Npm, Yarn
- **Dev. Environment:** Jupyter Notebook, Visual Studio, Visual Studio Code.

EXPERIENCE

Head of Design and Technical Head
September 2024 - *Present*
Under 25 - Reva

1. Working on the development of the **Under 25 Reva** website to strengthen its digital presence.
2. Managing end-to-end technical workflows, including planning, coding, testing, and deployment.
3. Developing a full-stack web application while ensuring an optimized and seamless user experience.

Technical Team Member
November 2024 - *Present*
OS Code Community - *Reva University*

1. Assisted in organizing a workshop based on GitHub and Visual Studio Code, focusing on empowering participants with practical version control and development environment skills.
2. Co-Organized and executing a tech talk featuring renowned speakers, **Arsh Goyal** and **Shivam Chhirolya**, focusing on emerging technology trends and industry insights. Along with event logistics, coordination, and audience engagement to ensure smooth delivery.

PROJECTS

Health and Wellness Project | LINK
November 2024 - December 2024
Technologies Used: HTML · CSS · Python · Flask · Generative AI · Artificial Intelligence with Gemini (AI)

1. Developed a full-stack project generating personalized diet and workout plans based on user inputs, integrating AI recommendations via Google Generative AI.
2. Designed a responsive frontend with HTML and CSS, and built backend functionality using Python with Flask for seamless communication.
3. Secured API integration by managing environment variables with the OS module.

Snake Game | LINK
December 2024 - December 2024
Technologies Used: HTML, CSS, JavaScript

1. Designed and developed an interactive Snake Game using HTML, CSS, and JavaScript with dynamic grid rendering and real-time score tracking.
2. Implemented game logic with smooth collision detection, responsive controls, and DOM manipulation.
3. Created a minimalist, responsive interface for seamless performance across devices.

Beginner - Friendly Face Identification System | LINK
December 2024 - Present
Technologies Used: Python, Flask, OpenCV.

1. Developed an AI-powered system to identify and verify individuals by analyzing facial features.
2. Designed a user-friendly web interface for uploading reference images and testing image recognition.
3. Implemented efficient face-matching algorithms for accurate and reliable results.
4. Applications include security, authentication, and AI-driven image processing.